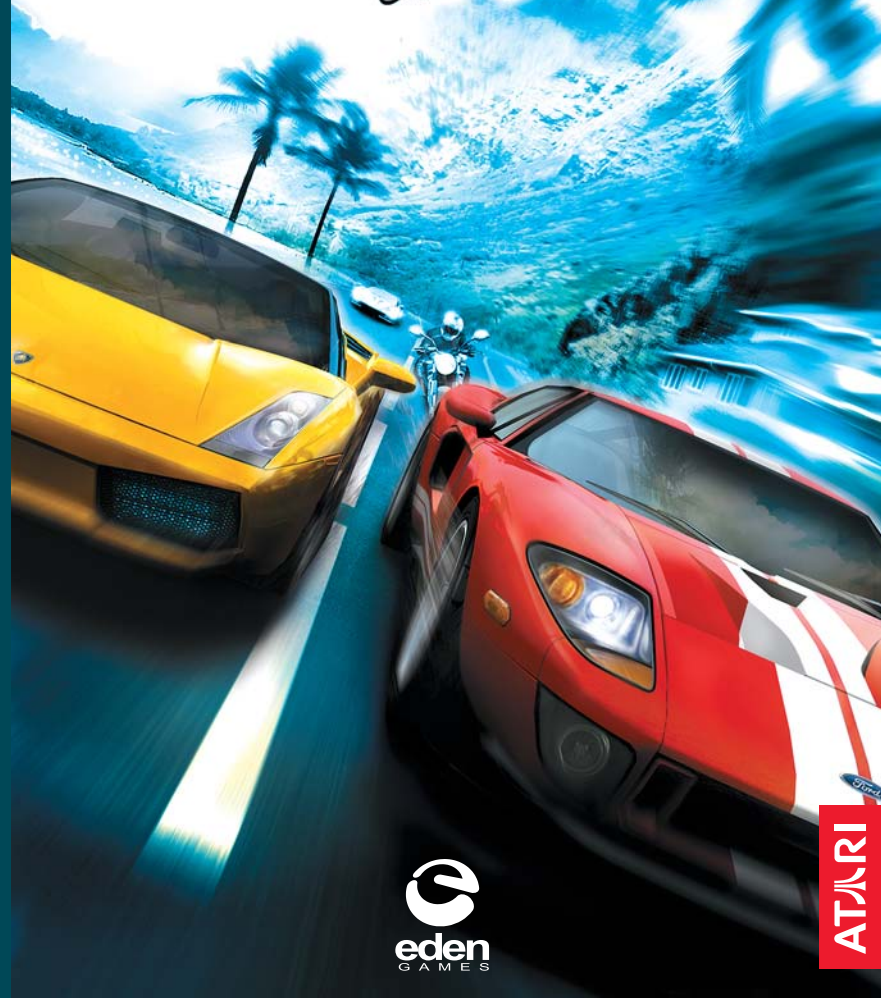


TEST DRIVE[®]

unlimited



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PROBLEMS WITH YOUR SOFTWARE ?

The methods listed below solve most of the problems when running latest DirectX games.

Checking my system specification

Please take time to **ensure your system meets the configuration requirements**, detailed on the packaging.

The **DirectX Diagnostic Tool** can provide you with information about your system specification if you are unsure of your PC's current specifications. To run the DirectX Diagnostic Tool, click onto the **Start** button and select **RUN**. In the open box type **DXDIAG**. The DirectX Diagnostic Tool appears, giving you access to all details about your system or video and sound cards. It is possible to control if video display and sound are running properly, by clicking on the relevant buttons proposing you to test **DirectDraw**, **Direct3D** and **DirectSound**.

Note: unless you are an advanced user we do not recommend changing any of the **options** in the DirectX Diagnostic Tool.

Before starting your game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "**background tasks**", that are always running on your system. In some cases, these may cause the game to crash or lockup. As such, we recommend that you deactivate these "background tasks" prior to playing.

- If your system is running **Anti-Virus** or **Crash Guard** programs, we suggest you, if you are not advised to do so, to close or disable them before running the game. To do this, find the icon for the program on the Windows taskbar. Right-click the icon and select CLOSE, DISABLE or the relevant option.
- Once Anti-Virus and Crash Guard programs have been disabled, you should end general background tasks as these can sometimes cause problems when installing or running PC games. Consult "How to end all unnecessary general background tasks" section.

Cleaning up the system.

Before you install any software, it is critical that your hard disk be in optimum working order. We recommend that you get into the habit of performing regular "**house keeping**" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practise offers you the best chance of running today's game with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably. Consult the Windows Help Guides for information on running the **ScanDisk/Error-checking**, **Disk Defragmenter** and **Disk Cleanup** tools.

Using Windows help

- 1 Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.
- 2 Now, click the Search section and in keywords such as "ScanDisk" (Win 98/ME), "Error-checking" (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you to run these tools.

Game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest **driver** for your video card. Doing so can help solve crashes and lock-ups in games.

• **First of all**, try downloading the latest driver from the video card manufacturers website. Listed below are the most popular **video card manufacturers**:

Asus: <http://www.asus.com>
ATI: <http://www.ati.com>
Creative Labs: <http://www.europe.creative.com>
Guillemot: <http://www.guillemot.com>
Hercules: <http://www.hercules.com>

Creative Labs: <http://www.europe.creative.com>
C-Media: <http://www.cmedia.com.tw>
Diamond: <http://www.diamondmm.com>
ESS: <http://www.esstech.com>
Videologic: <http://www.videologic.com>
Yamaha: <http://www.yamaha.com>

• **If there is no improvement**, try downloading the latest driver provided by the **video card chipset manufacturer**:

NVidia: <http://www.nvidia.com>
ATI: <http://www.ati.com>
Power VR: <http://www.powervr.com>
Matrox: <http://www.matrox.com>
S3: <http://www.s3graphics.com>
Intel: <http://www.intel.com>
SIS: <http://www.sis.com>

• Choppy or stuttering sound, or sound that cuts in and out? Try downloading and then installing the latest **driver for your sound card**:

How to end all unnecessary general background tasks.

Important note: Ensure that you re-enable background tasks after playing by restarting your computer, doing so will **reactivate automatically** all of the background tasks that you ended.

Windows 98/ME

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The close program window appears with a list of all background tasks currently running on your system.
- 2 To end a background task, click on its name in the list, then click the End Task button.
Note: It is important that you **DO NOT CLOSE** the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.
- 3 The Close Program Window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Security window appears.
- 2 Click Task Manager to open the Windows Task Manager. To end a background task, click on its name in the list under the Application tab, then click the End Task button.
Note : Depending on your settings, when pressing CTRL, ALT and DELETE some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home

- 1 Hold the CTRL and ALT keys on your keyboard and press DELETE once. The Windows Task Manager window appears.
- 2 To end a background task, click on its name in the list under the Application tab, then click the End Task button.

If you finally decide to call the hotline:

Before making your call, we ask you to **sit at your computer**, have the following information available (see "Checking my system specification"), and be ready to take notes:

- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98/Windows® Me)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

TEST DRIVE

Online Edition

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TEST DRIVE

THE README FILE

The DVD-ROM for the Test Drive® Unlimited game contains a Readme file that explains the conditions for use of the software and provides updated information about the game. We strongly recommend that you take the time to read this information so that you may benefit from the improvements made after the publication of this manual. To access this file, click the Start button in the Windows® task bar, then click All programs / Atari / Test Drive Unlimited / Documentation / Readme.txt.

INSTALLATION

1. Start Windows® 2000/SP2/XP. Shut down all applications that are running.
2. Insert the Test Drive® Unlimited DVD-ROM Install Disc into your DVD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button of your Windows® taskbar, then on Run. Type D:\Setup and click on OK.

Note: If your DVD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing Test Drive® Unlimited. Installation of Test Drive® Unlimited requires a key code found on the outside of the disc holder.
5. Once installation is complete, click on the Start button of the Windows® taskbar and choose Programs/Atari/ Test Drive® Unlimited / Start Test Drive® Unlimited to start the game.

Note: To play, you must leave the Test Drive® Unlimited game DVD in your DVD-ROM drive.

Installing DirectX®

Test Drive® Unlimited requires DirectX® 9.0c or a later version to function. If you do not have DirectX® 9.0c or a later version installed, click "Yes" to accept the terms of the DirectX® 9.0c license contract. The installation of DirectX® 9.0c will be launched automatically.

GAME CONTROLS

This is a default configuration. You may choose another by selecting "**Controls**" in the Options of the Main Menu.

Menu

[Mouse and up/down/left/right arrows].....Navigate in the menus
ESCMain Menu
EnterConfirm
BackspaceExit/Back/Cancel/Close

Vehicle

[Down arrow].....Brake / Reverse
[Up Arrow]Accelerate
C.....Change view
V.....Rear view
[left/right arrows]Steering
Click+Mouse.....Look left/right
Home.....Reset Camera/Look
H.....Horn
Space.....Change up a gear
Shift.....Hand brake
Alt.....Change down a gear
Enter.....Action / Flash headlights
P.....Pause menu
B.....Get back on the road
Right ShiftLean Forward (bike)
Right Ctrl.....Lean Backward (bike)
M.....Map
T.....Chat
W.....Open/close the windows
Z.....Change the zoom level on the GPS
NUMPAD 4.....Scroll through the Auxiliary Menus (see commands below)

Auxiliary Menus

NUMPAD 4-6-2-8Navigate in auxiliary menus

RADIO

R.....Display Radio
NUMPAD +.....Turn on the radio/Turn up the volume
NUMPAD -Down the volume/Turn off the radio
NUMPAD 61 click to change channel or playlist
2 fast clicks to change tracks.

TEST DRIVE

Radio Stations

You can create as many as 4 Radio Stations for each profile. The main folder must be created in the user's profile storage:

"My Documents\Test Drive Unlimited\savegame\PROFILE_NAME\Radio".

In it, you can create upto 4 folders (the folder name will be the Radio Station name). This is where you can edit your station tracks, there are four kinds of files allowed:

- MP3 audio files.
- M3U play list files (the M3U file must be created in this folder otherwise it will not work; the file will not work in-game if it is copied from another location to this folder).
- Shortcuts to MP3 audio files.
- Shortcuts to M3U play list files.

Warning: All files contained in your profile folders will be erased when your profile is deleted.

CHRONOPACK

K Initialize the Chronopack for new performance measurement

ASSISTED DRIVING

D Change the level of traction control..

FREE-RIDE PLAYERS

- F Display Free Ride Players Menu
- 6 On a player's name: invite a player to stay grouped for a Free-ride session (to avoid losing track of each other).
- 6 On the ISOLATE function: when players are grouped, this function isolates them from the online community. This group no longer encounters other players.

MODIFYING THE TEST DRIVE UNLIMITED CONTROL PARAMETERS:

To configure your steering wheel, go to the "Options" menu and check the "Steering Wheel" box. Then select "Commands" and click the action that you want to modify.

NOTE: When you change the configuration, the controls must be set to the Neutral position.

SAVING

Test Drive Unlimited has an automatic save feature. Each time there is a change in your progress, your game will be saved.

MULTIPLAYER

Online or Offline...

Depending on your status, "**Online**" Multiplayer mode or "**Offline**" Single Player mode, certain features or game modes of Test Drive Unlimited will change. The Club, Drive In and Multiplayer modes are only operational when you are Online. The most popular Custom Challenges are accessible to all players in Multiplayer mode.

In Single Player mode you can encounter adversaries, just like when you're online, the only difference being that these adversaries will be "**Bots**".

OPTIMISING YOUR ONLINE EXPERIENCE

Instant challenge: When you challenge someone specific (or are challenged by someone specific). If other players are locked to you, they come in the instant challenge as well (up to 8 players), meaning you control who's coming in.

Multiplayer challenge: If you create a session, you can kick out anyone you want from the game lobby before starting the race and control who comes in as well.

Freeride: If you want to lock the situation, (lock 7 friends and roam freely together.) You cannot kick anyone from Freeride – but you can mute them. Moreover, the only player names that appear on your screen or map are those of your friends and those of the 7 players in your Freeride zone. So if you want to go away from strangers, all you have to do is drive (or teleport) away, rather than kick them out.

Think positive discrimination rather than negative when in Freeride: you have to create your gang of friends if you don't want to meet strangers, and possibly people you won't like.

TEST DRIVE

SYMBOLS APPEARING BEFORE PLAYER'S NAMES:

-  This crown appears next to the name of the players that have accomplished all the challenges.
-  This crown appears next to the name of the players that have reached Champion level.
-  The ghost icon appears next to a player's name each time his car cannot suffer any collisions. For instance, if the "back on the road" button has just been activated.
-  This symbol indicates that a player is going through connection problems. The vehicle could not be displayed properly and may lack some smoothness.
-  This symbol indicates that a player has paused the game or just opened the map.
-  This symbol indicates that a player played in HARDCORE mode.

HEAHEA! *



First, you have to create a profile. If you have an Internet connection and want to play online, you have to check on the GameSpy ID. Enter your e-mail and password. If you don't have a GameSpy Account yet, it will be automatically created. If you do not check the GameSpy ID icon, you will play in Offline Mode. You can create up to 8 profiles.

Beware: If you create an offline profile, you won't be able to turn it to online profile afterwards. Moreover, you must be connected to play with your online profile. Depending on the condition of the connection, connecting to the GameSpy server can take up to 90 seconds.

You can start a New Game or Continue a game in progress. If you start a new game, you will first choose a Character. You can always perfect it later. Note, though, that your character's gender may not be modified later!

HARDCORE MODE

Once you've reached the Champion level, a new option will appear on the Title Screen:

Note: you will not have access to the solo challenges (race, time and speed) if you enter the game in this mode.

Especially designed to enjoy with a Wheel, the Hardcore Driving mode will also work with keyboards and other controllers.

*Welcome

Tips & Hints:

- Make sure to activate the wheel in the driving options, and tweak its sensitivity
- Be cautious: your driving sensations will change as you'll find that tire grip and braking distance are less forgiving
- Remember you can still adjust the track control helps: Driving Aid, Sport, Hypersport and Off

So let's get going to Hawaii, and be ready for some pretty wild experiences!

When you leave Honolulu Airport, rent a car and go on the tour guided by the Tutorial... and your GPS!

WHERE TO STAY



Once you've found a house, you'll be able to access a number of options.



Info – You can view all the Test Drive Unlimited RANKINGS for all the modes, look over your trophies and check out your popularity rating. This is also where you can get the "NEWS" on your progress. In the PHOTO ALBUM, you'll find all the pictures you've taken and saved. You can delete them.

TEST DRIVE



Garage – Here, you can inspect your vehicles and access highly detailed information about each of them.

NOTE: The size of your garage will determine the number of cars you can own. When your garage is full, you'll need to buy another house. You can own several homes. You'll then be able to transfer cars from one garage to the next by using the List option.



Trade – Not only can you buy a vehicle, but you can also resell the ones you own (full garage), examine the status of your transactions and do business with any player anywhere in the world!



Character – Change clothes, or modify the physical appearance of your character. To buy more accessories in the island's stores, you'll have to pay with vouchers. To get vouchers you'll have to complete some missions.

Note: If you leave your house without going by the garage, you'll travel in a vehicle selected by default.

TEST DRIVE

HAWAII AND THE SURROUNDING AREA



To open the map, press M. Depending on what you want to see (? Challenge, ? Key Locations, ? Players), you'll be able to use the various Filters* to increase or decrease the amount of information that appears on the map.

The [B] Bookmarks option will allow you to go directly to a specific point on the map. However, this function cannot take you to an unexplored (black) section of the map.

Note: You can only go directly to a Challenge or a Key Location shown on the map when it's in an explored (blue) section of the map.

**Filters: The filter lets you display or hide the available locations that interest you, as well as those that have subsequently been unlocked. The filter is set by default to show all the available locations.*

Map legend:

Race

(see Activities & Entertainment, page 17).



Speed

(see Activities & Entertainment, page 17).



Time

(see Activities & Entertainment, page 17)



Top Model

(see Activities & Entertainment, page 17).



Hitchhiker

(see Activities & Entertainment, page 17).



Vehicle Transport

(see Activities & Entertainment, page 17).



Courier

(see Activities & Entertainment, page 17).



Clothing and accessories store

This is where you'll find what you need to put together your character's wardrobe.



House

(See Where to Stay, page 12)



Club

Create your own club and invite players to join, or become a member of an existing club.



Drive In

The Drive In is a place where you can offer your Custom Challenges and participate in the challenges of other players.



Car Showroom

(see Need a Vehicle, page 20)



Bike Showroom

(see Need a Vehicle, page 20)



Classic Car Showrooms

Drop in regularly to find really special vehicles. Their availability and price will depend on supply and demand. It is, however, possible to "Reserve" a car that is out of stock.



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Car Rental Agency

Don't quite have the Credits for that car you want? There are several rental stores around the island that offer you vehicles of varying categories for 30 or 60 minute periods.

Note: If you leave a rental car (change cars in your garage or during a race), your rented vehicle is instantly returned.



Auto Paint Shop

Time for a fresh car colour?



Real-Estate Agency

As you grow your impressive stable of cars, you will need to acquire the garage space to store them all. Realtors on the island all offer different houses, at different price levels. You can preview houses before you buy, or sell any houses that you don't need.



Tuning Store

Once you've purchased a vehicle, you'll be able to visit several Tuning stores. A performance upgrade can really give you the added edge in mechanical performance. Each store specialized in specific types of brands or parts.



House for sale

As you drive around, you may find a house that you would like to call your own – you can choose to "locate the realtor", and follow your GPS to close the deal.



ACTIVITIES & ENTERTAINMENT



Challenges:

Some challenges require you to use a specific vehicle or to have achieved a certain level. In the Single Player, Multiplayer and Club modes, there are various types of challenges available:

Race (Single Player/Multiplayer/Club) – The first to cross the finish line is the winner. Warning: Before jumping in, check that you and your vehicle correspond to the required level and group.

Speed (Single Player/Multiplayer/Club) – Drive as fast as you can through speed traps... your average speed will determine your score! In addition, there are Speed challenges where you are tasked with achieving the highest speed possible within the time limit.

Time (Single Player) – Race against the clock.

Custom Challenge (Single Player/Multiplayer)

You can create your own Custom Challenges via the Editor (see Pause menu, page 18).

Instant Challenge (Single Player/Multiplayer)

Another player has just challenged you. (*NOTE: One of the players must position the finish line before starting.*) Will you be able to cross the finish line before your challenger? Use whatever route you want, but steer clear of traffic and keep a sharp eye out for cops!

When you come across other drivers in Free-Ride, flash your headlights by pressing Enter key to challenge them, too.

Missions (Single Player)

A gauge will appear on the left of your screen to show you the status of the mission in progress. Watch out for the police!

TEST DRIVE

TIME FOR A PAUSE



Press P to open the Pause menu.

Photos

Once unlocked, you can use the photo feature to take a photo. You will then be able to view it at home in your Photo Album.

Editor

Once unlocked, use the Editor to create your own Challenges. You're free to set up your race with its own circuit and specific rules!

Bookmarks

You can mark any particular location on the map and then subsequently go directly to it.

You can access the Main Menu from anywhere by pressing Esc.



Options

Online – Set your game preferences when you're Online.

Game settings – To set the Driving Aid, Seat Position and Stake.

Controls – To modify the Key Binding and Controls Options. (you can't modify Controls during challenges)

Audio – Get access to the audio settings.

Display Settings – Lets you modify the Head Up Display settings.

Language – Set the language to be used in the game. (only available on title screen)

Video – Change Resolution, Refresh Rate, Anti-Aliasing, HDR, Brightness and Level of detail.

Voices – Set options for players' voices.

WHEN YOU'RE DRIVING (HUD)



• **Driving gauge** – Avoid all collisions or accidents and/or going off the road. When the gauge is empty, the race is lost.



• **Speed gauge** – Reach the target speed to win the challenge.



• **Police bar** – Appears when a traffic violation is observed. The three police license plates represent how many patrol cars are giving chase. The four arrows symbol on the right of the Police bar indicate the position of the police in relation to your car. The closer the little car under the license plates gets, the more relentlessly the police cars will pursue you. If it gets farther away, it means the law is giving up.

TEST DRIVE



- 1- GPS** – You can use this to see key sites, follow a specific route, and obtain a wide variety of information. It can also tell you, in real time, the distance between you and a given destination.
- 2- Speedometer and tachometer** – One showing the speed of your vehicle (MPH), and the other its engine revolutions per minute (RPM).
- 3- Identity of another player (Online) or Bot (Offline)**
- 4- Mileage**



- 1- Checkpoint**
- 2- Time**
- 3- Position**
- 4- Direction indicator**

NEED A VEHICLE?

The various showrooms in Hawaii have a vast number of vehicles to offer you. When you select a car or bike, you can review its performance record and even take it for a short test spin, to help you make a decision about the vehicle.



When you're buying...

You can choose the type of rims, the paint colour, as well as the colour and type of upholstery for the interior. Then all that's left to do is pay for it...

Upgrades and resale of the vehicle

Once you've purchased a vehicle, you'll be able to visit several High End Tuners. You can then improve its mechanical performance. Each store specialises in specific types of brands or parts. You can sell your vehicle from your home using the Trade option.

Note: Any improvement made to a vehicle is final and, in some cases, may place the vehicle in a different group.



FILEN VIKTIGT (README)

DVD-ROM-skivan Test Drive® Unlimited innehåller en Readme-fil som förklarar hur programvaran ska användas och innehåller uppdaterad information om spelet. Vi rekommenderar varmt att du ger dig tid att läsa denna information så att du kan dra nytta av de förbättringar som har gjorts efter att instruktionsboken gick i tryck. Du når denna fil genom att klicka på Start i Windows® aktivitetsfält, följt av

Alla program/Atari/Test Drive Unlimited/Documentation/Readme.txt.

INSTALLATION

1. Starta Windows® 2000/SP2/XP. Stäng alla öppna program.
 2. Sätt in DVD-ROM-installationsskivan för Test Drive® Unlimited i DVD-ROM-läsaren.
 3. En titelskärm visas om autostartfunktionen är aktiverad. Om autostartfunktionen är avaktiverad eller om installationen inte startar automatiskt, klickar du på Start i Windows® aktivitetsfält, följt av Kör. Skriv D:\Setup och klicka på OK.
- OBS:** Om din DVD-ROM-läsare har en annan bokstav än D, skriver du den bokstaven i stället.
4. Följ resten av anvisningarna på skärmen om hur man avslutar installationen av Test Drive® Unlimited. Installationen av Test Drive® Unlimited kräver en kod som finns på skivomslaget.
 5. När installationen är färdig, klickar du på Start i Windows® aktivitetsfält och väljer Program/Atari/Test Drive® Unlimited/Start Test Drive® Unlimited för att börja spela.

OBS: Du måste ha DVD-skivan Test Drive® Unlimited i DVD-ROM-läsaren för att kunna spela.

Installera DirectX®

Test Drive® Unlimited kräver DirectX® 9.0c eller senare för att fungera. Om du inte har DirectX® 9.0c eller senare installerad, klickar du på Yes (Ja) för att acceptera licensvillkoren för DirectX® 9.0c, varefter installationen av DirectX® 9.0c startar automatiskt.

SPELKONTROLLER

Detta är standardkonfigurationen. Du kan välja en annan konfiguration genom att välja Controls (Kontroller) under Options (Alternativ) på Main Menu (Huvudmenyn).

Meny

[Mouse and up/down/left/right arrows]
ESC
Enter
Baksteg

Navigera på menyerna
Huvudmenyn
Bekräfta
Avsluta/Tillbaka/Avbryt/Stäng

Fordon

[Down Arrow] Bromsa/Backa
[Up arrow] Öka farten
C Byt vy

V
[left/right arrows]
Klicka+mus
Home
H
Mellanslag
Shift
Alt
Enter
P
B
Höger Shift
Höger Ctrl

M
T
W
Z
SIFTERDEL 4

Undermenyer

SIFTERDEL 4-6-2-8

RADIO

R
SIFTERDEL +
SIFTERDEL -
SIFTERDEL 6

Bakvy
Styrning
Se till vänster/höger
Återställ kamera/Titta
Signalhorn
Växla upp
Handbroms
Växla ner
Åtgärd/Blinka med strålkastare
Pausmeny
Ta dig tillbaka på vägen
Luta dig framåt (motorcykel)
Luta dig bakåt (motorcykel)

Karta
Chatta
Öppna/stäng fönstren
Ändra zoomnivå på GPS
Gå igenom undermenyerna (se kommandon nedan).

Navigera på undermenyerna

Radiostationer

Du kan skapa upp till 4 radiostationer per profil. Huvudmappen måste skapas i användarens profilmapp: "Mina dokument\Test Drive\Unlimited\savegame\DTT_PROFILNAMN\Radio".

I denna mapp kan du skapa upp till fyra mappar (mappens namn är lika med radiostationens namn).

Det är här som du kan redigera dina stationsspår. Fyra filtyper kan användas:

- MP3-ljudfiler.
- M3U-spellistfiler (M3U-filen måste skapas i den här mappen för att kunna fungera. Filen fungerar inte i spelet om den kopieras från en annan plats till den här mappen).
- Genvägar till MP3-ljudfiler.
- Genvägar till M3U-spellistfiler.

Varning: Alla filer i dina profilmappar raderas när din profil raderas.

SPARA

Test Drive Unlimited innehåller en automatisk sparfunktion. Ditt spel sparas varje gång en förändring sker i spelet.



README TIEDOSTO

Test Drive® Unlimited -pelin DVD-ROM-levy sisältää Readme-tiedoston, jossa kerrotaan pelin laitevaatimukset ja peliin liittyvät uusimmat tiedot. Suosittelemme, että luet kyseiset tiedot, jotta voit hyötyä ohjekirjan julkaisun jälkeen tehdyistä parannuksista. Voit avata tiedoston napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla sitten

Kaikki ohjelmat / Atari / Test Drive Unlimited / Documentation / Readme.txt.

ASENNUS

1. Käynnistä Windows® 2000SP2/XP. Sulje kaikki käynnissä olevat sovellukset.
2. Aseta DVD-ROM-asemaan Test Drive® Unlimited -DVD-ROM-asennuslevy.
3. Jos automaattinen käynnistys on käytössä, pelin alkunäyttö tulee näkyviin. Jos automaattinen käynnistys ei ole käytössä tai asennus ei ala automaattisesti, napsauta Windows®-tehtäväpalkin Käynnistä-painiketta ja valitse sitten Suorita. Kirjoita D:\Setup ja valitse OK.

Huomautus: Jos DVD-ROM-asemalle on määrätty jokin muu kirjain kuin D, käytä oikeaa kirjainta.

4. Suorita Test Drive® Unlimited -pelin asennus loppuun noudattamalla näyttöön tulevia ohjeita. Test Drive® Unlimited -pelin asentamiseen tarvitaan avainkoodi, joka on levykotelon ulkopuolella.
5. Kun asennus on valmis, voit aloittaa pelin napsauttamalla Windows®-tehtäväpalkin Käynnistä-painiketta ja valitsemalla Ohjelmat / Atari / Test Drive® Unlimited / Start Test Drive® Unlimited.

Huomautus: Test Drive® Unlimited -DVD-pellilelyn on oltava DVD-ROM-asemassa pelin aikana.

DirectX®:n asentaminen

Test Drive® Unlimited -peliä varten tietokoneessa on oltava DirectX® 9.0c tai uudempi versio. Jos tietokoneeseen ei ole asennettu DirectX® 9.0c -ohjelmaa tai uudempaa versiota, hyväksy DirectX® 9.0c License contract (käyttö sopimus) valitsemalla Yes (Kyllä). DirectX® 9.0c:n asennus käynnistyy automaattisesti.

PELIKOMENNOT

Alla esitellyt komennot ovat pelin oletuskomentoja. Voit muuttaa komentoja valitsemalla Main Menu (Päävalikon) Options (Asetukset) -kohdasta vaihtoehdon Controls (Komennot).

Valikko

[Mouse and up/down/left/right arrows]
ESC
Enter
Askelpalautin

Valikoissa liikkuminen
Main Menu (Päävalikko)
Vahvista
Poistu/Edellinen/Peruuta/Sulje

Ajoneuvo

[Down Arrow] Jarru/Peruutus
[Up arrow] Kiihdytä

C
V
[left/right arrows]
Napsautus+hiiri
Home (Päävalikko)
H
Valityönti
Shift
Alt
Enter
P
B
Oikea Shift-näppäin
Oikea Ctrl-näppäin

Vaihda näkymää
Takanäkymä
Ohjaus
Katso vasemmalle/oikealle
Palauta kuvakulma / Katsele
Äänimerkki
Isompi vaihde
Käsi jarru
Pienempi vaihde
Toiminto / väläytä valoja
Pause [Tauko] -valikko
Auton palautus tielle
Nojaa eteenpäin (moottoripyörä)
Nojaa taaksepäin (moottoripyörä)

M
T
W
Z
NUMPAD 4

Kartta
Keskustelu
Avaa/sulje ikkunat
Vaihda GPS-laitteen tarkennustasoa
Selaa Lisävalikkojen vaihtoehtoja (katso alla olevat komennot)

Lisävalikot

NUMPAD 4-6-2-8

Lisävalikoissa liikkuminen

RADIO

R
NUMPAD +
NUMPAD -
NUMPAD 6

Näytä radio
Käynnistä radio / Lisää äänenvoimakkuutta
Pienennä äänenvoimakkuutta / Sammuta radio
Paina kerran, jos haluat vaihtaa kanavaa tai soittolistaa. Paina nopeasti kahdesti, jos haluat vaihtaa kappaletta.

Radioasemat

Voit luoda 4 radioasemaa kullekin profiilille.

Radioasemien pääkansio on luotava käyttäjän profiilikansioon:

Omat tiedostot\Test DriveUnlimited\savegame\PROFIILIN_NIMI\Radio.

Pääkansioon voi luoda enintään neljä kansiota (kansioiden nimiä käytetään radioasemien niminä).

Kansioiden avulla voit hallita musiikkikappaleita. Peli tukee neljää tiedostomuotoa:

- MP3-tiedostoja
- M3U-soittolistatiedostoja (M3U-tiedosto on luotava radioaseman kansiossa: tiedosto ei toimi, jos se on kopioitu kansioon muualta)
- MP3-äänitiedostojen pikakuvakkeita
- M3U-soittolistatiedostojen pikakuvakkeita.

Varoitus: Kaikki profiilikansion tiedostot poistetaan profiilin poistamisen yhteydessä.

TALLENTAMINEN

Test Drive Unlimited käyttää automaattista tallennustoimintoa. Peli tallentuu aina, kun etenet pelissä.



O FICHEIRO README

O DVD-ROM do jogo Test Drive® Unlimited contém um ficheiro Readme que explica as condições de uso do programa e fornece informações actualizadas sobre o jogo. Recomendamos vivamente que leias com atenção esta informação para que possas beneficiar de quaisquer melhoramentos que tenham sido feitos após a publicação deste manual. Para acederes ao ficheiro, clica no botão Start na barra de tarefas do Windows®, depois clica em

Todos os programas / Atari / Test Drive Unlimited / Documentação / Readme.txt.

INSTALAÇÃO

1. Inicia o Windows® 2000SP2/XP. Fecha todas as aplicações que estiverem a decorrer.
2. Introdz o DVD-ROM Disco de Instalação do Test Drive® Unlimited na tua unidade de DVD-ROM.
3. Se o AutoPlay estiver activado, deverá aparecer um ecrã do título. Se o AutoPlay não estiver activado ou se a instalação não se iniciar automaticamente, clica no botão Start na barra de tarefas do Windows®, depois em Executar. Escreve D:\Setup e clica em OK.

Nota: Se a tua unidade de DVD-ROM tiver atribuída outra letra diferente de D, substitui essa letra.

4. Segue as restantes instruções do ecrã para terminares a instalação do Test Drive® Unlimited. A Instalação do Test Drive® Unlimited necessita de um código chave que pode ser encontrado no exterior do suporte do disco.
5. Logo que a instalação esteja completa, clica no botão Start da barra de tarefas do Windows® e escolhe Programas/Atari/ Test Drive® Unlimited / Start: Test Drive® Unlimited para iniciares o jogo.

Nota: Para jogares, terás que deixar o DVD do jogo Test Drive® Unlimited na tua unidade de DVD-ROM.

Instalação do DirectX®

O Test Drive® Unlimited necessita do DirectX® 9.0c ou versão posterior para funcionar. Se não tens o DirectX® 9.0c ou uma versão superior instalado, clica em "Yes" para aceitares o termos do contrato de licenciamento do DirectX® 9.0c. A instalação do DirectX® 9.0c irá arrancar automaticamente.

COMANDOS DE JOGO

Esta é uma configuração definida por defeito. Podes escolher outra seleccionando "Comandos" em Options (Opções) no Main Menu (Menu Principal).

Menu

[Mouse and up/down/left/right arrows]
ESC
Enter
Backspace

Navegar pelos menus
Menu Principal
Confirmar
Sair/Para trás/Cancelar/Fechar

Veículo

[Down Arrow]
[Up arrow]

Travar / Marcha-atrás
Acelerar

C	Mudar a perspectiva
V	Visão traseira
[left/right arrows]	Conduzir
Clique+Rato	Olhar para a esquerda/direita
Home	Reiniciar a Câmara / Olhar
H	Buzina
Barra de Espaços	Meter uma mudança acima
Shift	Travão de mão
Alt	Reduzir para uma mudança abaixo
Enter	Acção / Acender os faróis
P	Menu de pausa
B	Voltar à estrada
Shift direito	Inclinar-se para a frente (bicicleta)
Ctrl Direito	Inclinar-se para trás (bicicleta)
M	Mapa
T	Conversar
W	Abriu/fechar as janelas
Z	Mudar o nível de aumento de imagem no GPS
PAINEL NUMÉRICO 4	Per correr os Menus Auxiliares (ver comandos abaixo).

Menus Auxiliares

PAINEL NUMÉRICO 4-6-2-8

Navegar pelos menus auxiliares

RÁDIO

R
PAINEL NUMÉRICO +
PAINEL NUMÉRICO -
PAINEL NUMÉRICO 6

Mostrar o Rádio
Ligar o rádio / Aumentar o volume
Baixar o volume / Desligar o rádio
1 clique para mudar o canal ou lista de reprodução.
2 cliques rápidos para mudar as faixas.

Estações de Rádio

Podes criar até 4 Estações de Rádio para cada perfil. A pasta principal deve ser criada no local do perfil de utilizador:

"Os Meus Documentos \TestDriveUnlimited\savgame\PROFILE_NAME\Radio".

Dentro dela, podes criar até 4 pastas (o nome da pasta será o nome da Estação de Rádio). É aqui que podes editar as tuas faixas das estações, sendo permitidos quatro tipos de ficheiros:

- Ficheiros áudio MP3.
- Ficheiros de listas de reprodução M3U (o ficheiro M3U deve ser criado nesta pastas pois, caso contrário, não funcionará; o ficheiro não funcionará no jogo se for copiado de outro local para esta pasta).
- Atalhos para ficheiros áudio MP3.
- Atalhos para ficheiros de listas de reprodução M3U.

Aviso: Todos os ficheiros contidos nas tuas pastas de perfil serão apagados quando o perfil for eliminado.

GUARDAR

O Test Drive Unlimited tem uma funcionalidade de gravação automática. De cada vez que houver uma alteração do teu progresso, o teu jogo será guardado.

TEST DRIVE

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TEST DRIVE

MUSIC CREDITS

Original Music:

Written and produced by Gan Juan and Rich Aitken
Recorded, produced, mixed and mastered at Nimrod Studios
Courtesy of Nimrod Productions Ltd

Music supervision by Marc Canham
www.nimrodproductions.com



"9 Volter" Performed by Colour of Fire

Written by Richards/Jones
Published by Riverman Publishing Ltd.
Licensed courtesy of Riverman Records Ltd.
www.riverman.co.uk

"And I'm Hip" Performed by Sgt Rock

Written by Jim Burke
Courtesy of Jezebel Records (A Division Of Universal Music Operations Ltd)
Licensed by kind permission from the Film & TV licensing division
Part of the Universal Music Group

"Angels Go Bald: Too" Performed by Howie B

Words and Music by Howard Bernstein
Published by Sony/ATV Music Publishing
Courtesy of Polydor UK Ltd
Licensed by kind permission from the Film & TV licensing division
Part of the Universal Music Group

"Another Excuse" by Soulwax (7'44") BE-PO1-05-00044

Written and composed by Nancy Whang - David Dewaele / Stephen Dewaele
Published by Strictly Confidential / We'll Sue You (83.34%) / C.C.
Produced by Soulwax, mixed by DFA. Vocals by Nancy Whang courtesy of herself.
Mastered by Nilesh Patel at The Exchange ; Additional Editing by Piet De Wagter at Equus.
Taken from the "Nite versions" Album.
Original version on the album 'Any Minute Now'
(p) & © 2005 Play It Again Sam [PIAS]
www.pias.com - www.soulwax.com

"A Gritty Nitty" by The Pazant Brothers

(Edward Bland) Rockin' Music
The copyright in this sound recording is owned by Ace Records Ltd
(P) 1971 Ace Records Ltd
Taken from the BGP CD "The Pazant Brothers - The Brothers Funk"
(CDBGPD 171). ISRC#: GBBHN0501823

"Back Again" Performed by Boy Kill Boy

Words and Music by Carr/Chase/Mahmood/Peck Published by Sony/ATV Music Publishing
Courtesy of Mercury Records (London) Ltd
Licensed by kind permission from the Film & TV licensing division
Part of the Universal Music Group

"Big Bird" by Eddie Floyd

Composed by Booker T. Jones Jnr. and Eddie Floyd
Performed by Eddie Floyd
Published by Rondor Music London Ltd on behalf of Easy Memphis Music Corp
© Cotillion Music Inc. / Warner-Tamerlane Music Corp.
By kind permission of Warner/Chappell Music Limited
From the album "Rare Stamps" (Stax 88013)
Courtesy of Concord Music Group, Inc.

"Black Powder" by Motor

Written by Bryan Barton, Oliver Grasset
Performed and Produced by Motor
Published by Chrysalis Music Ltd
(p) 2006 Mute Records Limited
Licensed courtesy of Mute Records Limited

"Carbon Kid" by Alpinestars

Composed by Richard Woolgar and Glyn Thomas
© Warner Chappell Music Publishing Limited
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Licensed courtesy of Riverman Records Ltd.
(www.riverman.co.uk)

"Cissy Popcorn" Performed by Preston Love

Written by Wilton Lewis Felder Sr.
Published by Chrysalis Music Ltd
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Taken from the BGP CD "Super Funk 3" (CDBGPD 148)

"Compute" by Soulwax (5'32") BE-PO1-05-00079

Written and composed by David Dewaele & Stephen Dewaele
Produced, mixed and edited by Soulwax at Soulwax studio.
Published by Strictly Confidential/We'll Sue You
Taken from the "Nite versions" Album
Original version on the album 'Any Minute Now'
(p) & © 2005 Play It Again Sam [PIAS]
www.pias.com - www.soulwax.com

"Comin' Down" by The View

Performed by The View
Words & Music by Webster / Falconer
Published by Universal Music Publishing Ltd
C/O Two Thumbs Ltd 2006

"Feels Closer" Performed by Layo & Bushwacka! feat. Mino Cinelu

Feels Closer was written by Layo Paskin/Matthew Benjamin.
Published by Chrysalis Music Ltd (PRS) © Olmeto Records 2006.
Taken from the album 'Feels Closer' by Layo & Bushwacka!
www.olmetorecords.com

TEST DRIVE

"Finally Free" by Clearlake

Music by Clearlake
Published by Chrysalis Music Ltd
P & C 2006 Domino Recording Co Ltd
Licensed courtesy of Domino Recording Co Ltd
www.dominorecordco.com www.clearlakeuk.com
Taken from the album 'Amber' WIGCD152

"Fix The Cracks" Performed by Humanzi

Written by Rutledge/Gallagher/Lonergan/Mulrooney
Published by BMG Music Publishing Ltd
Courtesy of Polydor UK Ltd
Licensed by kind permission from the Film & TV licensing division
Part of the Universal Music Group

"Funk #49" (Walsh/Peters/Fox)

Performed by The James Gang
Published by Universal Music Publishing Ltd
Courtesy of MCA Records Inc / Universal-Island Records Ltd
Licensed by kind permission from the Film & TV licensing division
Part of the Universal Music Group

"Funky Chicken" Performed by Preston Love

Written by Wilton Lewis Felder Sr.
Published by Chrysalis Music Ltd
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licensed from Ace Records Ltd.
Taken from the BGP CD "Super Funk 3" (CDBGPD 148)

"Handshakes" performed by Metric

Last Gang Records under license to Drowned in Sound
Written by James Shaw and Emily Haines
Published by Chrysalis Music Ltd

"He's Gonna Step On You Again" aka "Step On"

Written by John Kongos and Chris Demtrios
© Tapestry Music Limited
(p) Tuesday Productions , performed by John Kongos

"Here We Go" - Broken Dolls

Performed by Broken Dolls
Written by James Conolly and John Garrison
Licensed courtesy of Southern Fried Records

"Hired Goons" - Evil 9

Written & Produced by Tom Beaufoy & Pat Pardy
Published by Marine Parade Music Ltd/Bucks Music Ltd.
(P) Marine Parade Music Ltd 2004
© Marine Parade Music Ltd. 2004
www.marineparade.net
Taken from the Marine Parade album "You Can be Special Too...."

"I Live For" performed by Johnny Panic

Written by Solly/Francis/Shock/Bryan
Lyrics by Solly
Mixed by Chris Sheldon
Published by Kobalt Music
Licensed courtesy of Xtaster

"(I'm A) Road Runner" - Jr Walker & The All Stars

Words and Music by Brian Holland, Lamont Dozier and Eddie Holland © 1965,
Stone Agate Music, USA Jobete Music Co Inc/EMI Music Publishing Ltd, London WC2H 0GY
Courtesy of Motown Records / Universal-Island Records Ltd
Licensed by kind permission from the Film & TV licensing division
Part of the Universal Music Group

"Information"

Written by Luke May, Liam May and Craig Higgins
© Year Zero Music, administered by Bucks Music Group Limited
(p) Courtesy of Black Daniel

"No One Knows (UNKLE remix)" - Queens Of The Stone Age.

Words and Music by Josh Homme Nick Oliveri and Mark Lanegan
© 2003, Heavenly Songs/ EMI Music Publishing Ltd/ Board Stiff Music/
Natural Light Music, London WC2H 0GY
Published by Universal Music Publishing Ltd
(EMI have a 5% interest in Mark Lanegan)
Courtesy of Interscope Records / Polydor UK Ltd
Licensed by kind permission from the Film & TV licensing division
Part of the Universal Music Group

"PWSteal.Ld pinch.D" Performed by AFX

Written and produced by Richard D. James
Published by Chrysalis Music Ltd
(P) & © 2006 Rephlex

"Restless" by The Cobras

Written by Steve Cropper and Jimmy Johnson
Performed by The Cobras
Published by Rondor Music London Ltd on behalf of Easy Memphis Music Corp
From the Single "Restless" (Stax 148)
Courtesy of Concord Music Group, Inc.

"Sling Shot" Performed by Lefties Soul Connection

Composed by A.A. Bartels, O.C. Smit, B. Bosman, C. Vogel
Published by Twee Publishing/Chrysalis Benelux

"Silver Buddha" by The Domes of Silence

Written and Performed by The Domes of Silence
From the album 'Mescaline'
Licensed courtesy of Nimrod Productions 2006
www.domesofsilence.com

"Time2Move On" - Malarky

Performed by Malarky
Written by Hensel / Lloyd-Lewis
Licensed courtesy of Malarky

"You're Wasting My Time (PT1)" - Billy Garner

(Dave Hamilton, Billy Garner)
Rockin Music
(P)1970 Ace Records Ltd.
Taken from the BGP CD 'Super Funk 2' CDBGPD 137

TEST DRIVE

MIDDLEWARE



Powered by AUDILE Perceptual Audio
Rendering Technology ©2003 INRIA
<http://www-sop.inria.fr/revs/audile>



Uses Havoc™ Physics.
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See www.havok.com for details.



Uses Bink Video.
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MPEG Layer-3
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game to receive advertising messages that appear within and in context with the game environments to enhance the
realism of the game. In order to select the content that is displayed during use, IGA uses the IP address of the computer
on which the game is played. The IP address is used to determine the player's country or city, the game being played, the
size and length of time that content is displayed within a game, and the length of a game session. IGA does not use IP
addresses to ascertain the identity of any individual game user. This ad serving technology is integrated into the game; to
refuse use of the technology, do not play the game while connected to the Internet. For more information see our privacy
policy at The IGA Worldwide, INC. privacy policy can be found at www.igaworldwide.com/privacy.html.

EDEN GAMES

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David Guillaume
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Sébastien Teulade

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Julien Dos Reis
Philippe Doumeng
Natacha Ramonato

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CHARACTERS & SKINNING

ARTISTS

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Jean-Baptiste Reynaud

FX

FX LEAD
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AMC STUDIO

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TEST DRIVE

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David Gagnerot
Jérôme Kedzienski
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TEST DRIVE

ATARI

Customer Service Numbers

Country	Telephone (You may be charged for calling.)	Fax	Email/Webbsites
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• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1.35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
• Belgie	-	-	nl.helpdesk@atari.com
• Danmark	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• Suomi	+44 (0)161 827 8060/1 09:30 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• New Zealand	0900 54263 (\$1.99 Minute, Price subject to change without notice.)		www.atari.com.au
• France	Soluces: 08 92 3000 96 (0.34€ min) (24x24 & 7/7) Technique: 0825 15 80 80 (0.14€ min) du lundi au samedi de 10h-18h (non stop)	Support Technique Atari BP 80003 33611 Cestas Cedex	fr.support@atari.com www.atari.fr
• Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883 (€1.24 pro Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
• Greece	301 601 88 01	-	gr.info@atari.com
• Italia	-	-	it.info@atari.com www.atari.it
• Nederland	-	-	nl.helpdesk@atari.com
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• Portugal	+34 902 10 18 67 Segunda a Quinta: 9:00 às 18:30 - Sexta Feira: 09:00 às 15:00	-	stecnico@atari.com www.pt.atari.com
• Israel	+ 09-8922912 16:00 to 20:00 Sunday - Thursday	-	il.service@atari.com www.il.atari.com
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• Schweiz	Technische: 0900-929 300 Spielerische: 0900-770 780 (2.50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
• UK	Hints & Cheats: 09065 55 88 95* *24 hours a day / £1 /min / inside UK only *you need the 88 player's permission before calling.	Technical Support: 0870 8501958 10:00 to 16:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

Wrong number?

As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

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*This number is for UK customers only, it is premium rate and calls are charged at £1 per minute. Calls made from mobile phone may operate at a different tariff. Callers must be 16 or over. If you are not the one who pays the telephone bill then please obtain permission from those that do pay the bill before using this service. If you have any questions about the information on the line please contact Atari customer services. All information was correct at time of printing.

The PEGI age rating system:

Age Rating categories:

Les catégories
de tranche d'âge:

3+

www.pegi.info

7+

www.pegi.info

12+

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16+

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18+

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Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE
LA FAMILIARITÉ
DE LANGAGE



DISCRIMINATION
LA DISCRIMINATION



DRUGS
LES DROGUES



FEAR
LA PEUR



SEXUAL CONTENT
LE CONTENU
SEXUEL



VIOLENCE
LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

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